



# Get More Now!

Register online today at [www.gameregister.com](http://www.gameregister.com) to receive special offers and the inside scoop about Atari products!

Your privacy is assured. For more information about our privacy policy, visit [www.atari.com/us/privacy](http://www.atari.com/us/privacy)

[atari.com/dragonballz](http://atari.com/dragonballz)

Dragon Ball® Z Budokai Tenkaichi 3 © 2007 Atari, Inc. All rights reserved. © 2007 Bird Studio/SHUEISHA, TOEI Animation, Licensed by FUNimation Productions Ltd. All rights reserved. Dragon Ball, Dragon Ball Z, Dragon Ball GT, and all logos, character names and distinctive likenesses thereof are trademarks of TOEI Animation. Developed by NAMCO BANDAI Games Inc. Game © 2007 NAMCO BANDAI Games Inc. Marketed and distributed by Atari, Inc. New York, N.Y. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. All other trademarks are the property of their respective owners. The ESRB rating icons are registered trademarks of the Entertainment Software Association.

Atari, Inc.  
417 Fifth Avenue  
New York, NY 10016 USA

PRINTED IN USA.



Part # 27557M

# DRAGON BALL Z BUDOKAI TENKAICHI 3



## **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

### **READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  - Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# **TECHNICAL SUPPORT (U.S. & CANADA)**

## **Help Via the Internet**

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

**atarisupport.com**

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the FAQ.

All customer support requests are handled via Email. No telephone support requests will be accepted.

**Note:** In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

## **Product Return Procedures in the United States & Canada**

Please first contact Atari Customer Support at **atarisupport.com** to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

## **Warranty Policy in the United States & Canada**

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.



# CONTENTS

Getting Started.....	2
Controls .....	3
Advanced Controls .....	4
Main Menu .....	6
Options Menu .....	7
Battle Screen .....	9
Saving and Loading .....	10
Dragon History.....	10
Ultimate Battle .....	11
Disc Fusion .....	11
Dragon World Tour .....	12
Duel.....	12
Evolution Z .....	14
Item Shop.....	14
Ultimate Training.....	15
Data Center.....	16
Character Reference .....	16
Credits.....	17
Web Sites.....	23
End-User License Agreement .....	24
Technical Support (U.S. & Canada) .....	29

© 2007 Atari, Inc. All Rights Reserved.

© 2007 BIRD STUDIO/SHUEISHA, TOEI ANIMATION.

Licensed by FUNimation® Productions, Ltd. All Rights Reserved.  
Dragon Ball Z, Dragon Ball GT and all logos, character names and  
distinctive likenesses thereof are trademarks of TOEI ANIMATION.

Marketed and distributed by Atari, Inc., New York, NY. Atari and  
the Atari logo are trademarks owned by Atari Interactive, Inc.

Developed by NAMCO BANDAI Games Inc.

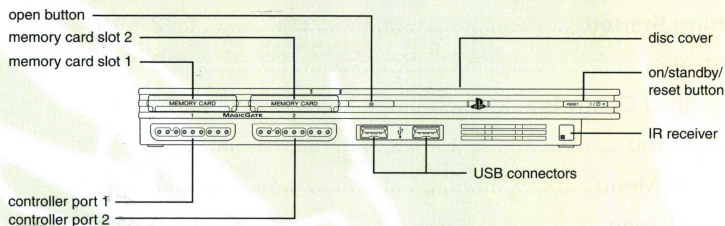
© 2007 NAMCO BANDAI Games Inc.

All other trademarks are the property of their respective owners.

09187



# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Dragon Ball® Z: Budokai Tenkaichi™ 3* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

## THIRD PARTY LICENSORS

You acknowledge that the Software contains software and/ or materials of third party licensors. You will comply with all requirements imposed upon the Company by third party licensors. You acknowledge and agree that you are not a third party beneficiary of any agreements between the Company and its third party licensors. You acknowledge and agree that the Company's third party licensors are and shall be a third party beneficiary of this EULA.

## CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

## MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA. You agree to adhere to all applicable laws, regulations and rules relating to the export of technical data and shall not export or re-export any technical data, the Software, or the direct product of such technical data to any proscribed country listed in such applicable laws, regulations and rules unless properly authorized.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.



remedies and damages will survive termination.

### LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

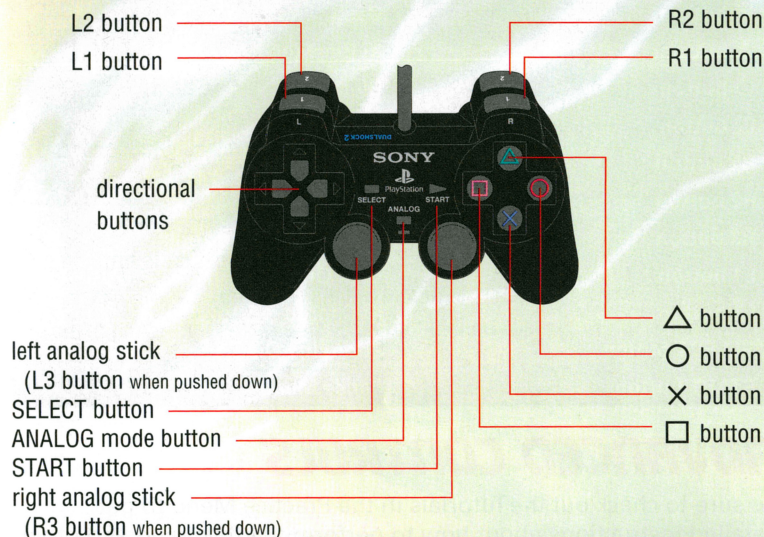
**TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.**

### LIMITATION OF LIABILITY

**IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE**

## CONTROLS

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### MENU CONTROLS

directional buttons	Highlight a menu item / Change the settings
× button	Select menu item
Δ button	Cancel
START button	Skip movie



## BATTLE CONTROLS

directional buttons	Move character
left analog stick	Move character
X button	Dash
△ button	Ki Blast (energy attack)
O button	Block
□ button	Melee Attacks
R1 button	Fly up
R2 button	Fly down
R3 button	Transform / Free Look
L1 button	Lock On
L2 button	Ki Charge
SELECT button	Zoom In / Out
START button	Pause Menu

## ADVANCED CONTROLS

Be sure to check out the Tutorials in the Practice Menu to get detailed instructions about how to perform the following and other important fighting moves.

### Flying

Press Jump (**R1 button**) once to jump and twice to fly. Once you are flying, press the **R1 button** to ascend and the **R2 button** to descend.

### Dragon Dash

Press the **X button** and your character will dash in the direction he or she is facing.

Press the **L2 button** and the **X button** simultaneously to perform a Dragon Dash. Be aware that the Dragon Dash consumes Ki energy, so use it wisely. Press the **X button** again to stop the Dragon Dash.



computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

### RESTRICTIONS

You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.

You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.

You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.

You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

### EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

### TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability,



# END-USER LICENSE AGREEMENT

**IMPORTANT — READ CAREFULLY:** Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

## AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, you may not install or use the Software and within 15 days of purchase you must contact Customer Support at [atarisupport.com](http://atarisupport.com).

You will be given a Return Merchandise Authorization number (RMA #). You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

## COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Software and any results or proceeds created by you using the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

## GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

## PERMITTED USES

If the Software is configured for loading on a hard drive, you may install and use the Software on a single

## Teleport

Press Guard (○ **button**) and the **left** or **right directional button** just as your opponent’s attack is about to land to teleport out of the way.

## Ki-Based Attacks

If you have enough Ki, you can launch an energy attack (for example, Goku®’s Kamehameha). While locked-on to your opponent, press and hold the Special Move button (**L2 button**) and then press the **Δ button** to fire the energy attack in the direction of your opponent.

## Knockback Attack

Press and hold the **□ button** and the **up directional button** while you are near your opponent to launch a quick and powerful combination attack that will send your opponent flying.

## Guarding and Evasive Actions

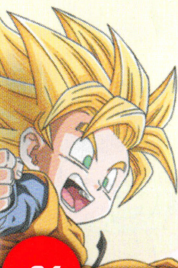
To perform the basic guard move, press and hold the Guard button (○ **button**). Press the **× button** and the **left** or **right directional button** to evade incoming attacks.

## Free Look

If you are not locked onto your opponent, press the **R3 button** to switch to Free Look mode. Press the **directional buttons** or move the **left analog stick** to look around.

## Blast 1 Attacks

Some special attacks require more than just one button to activate them. They are normally initiated by pressing the **L2 button** + the **Δ button** when you have enough Ki to fire off the attack. They can also be modified by pressing a **directional button** as well (For instance, **directional button down** + **L2 button** + the **Δ button** will fire off Goku’s spirit bomb attack)



# MAIN MENU



After you press the **START** button at the Title Screen, you can start a new game or load a saved game. You must have a memory card (8MB) (for PlayStation®2) with 61 KB of free space in MEMORY CARD slot 1 in order to save your progress. (**Note:** Replay feature requires 159 KB of free space per fight

sequence saved, and you can save up to seven fight sequences.)

**Warning:** If you start a new game using a memory card that contains a previously saved game, the old game data will be erased.

At the Main Menu, press the **directional buttons** to highlight a menu option, and then press the **X** button to select it.

## Dragon History

Relive the most exciting DBZ adventures and join with your friends to defeat a seemingly unstoppable force of enemies. (See "Dragon History" on page 11.)

## Ultimate Battle

This is a survival mode. Can you defeat everyone?

## Duel

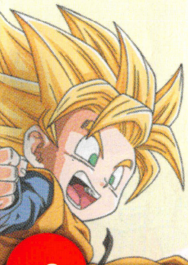
Choose a fighter — standard or customized — and battle against your friends or a computer (AI) opponent. (See "Duel" on page 13.)

## Ultimate Training

This mode will teach how to become an even stronger fighter. (See "Ultimate Training" on page 16)

## Evolution Z

After you unlock skills and items in Dragon World Tour or any of the other modes, you can use them to customize characters. (See "Evolution Z" on page 15.)



# WEB SITES

To get the most out of your new game, visit us at:  
[atari.com/dragonballz](http://atari.com/dragonballz)

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

[ataricomunity.com](http://ataricomunity.com)

Kids, check with your parent or guardian before visiting any web site. **Chat Messages:** Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:  
[atari.com/us/tos](http://atari.com/us/tos)





## Quality Assurance and Support

Ezequiel "Chuck" Nunez  
Manager of Publishing Support

Joe Taylor  
QA Project Lead

Dave Strang  
Manager, Compatibility and Engineering Services

Eugene Lai  
Engineering Services Technician

Patricia-Jean Cody  
Compatibility Analyst

Chris McQuinn  
Sr. Compatibility Analyst

Kimo Pamintuan  
Cameo Winger  
Testers

## Red Sheet, LLP

Morgan Tomaiolo  
Design

Kurt Carlson  
Documentation

## Enzyme Test Labs

Studio Director  
Carollijo Maher

Project Manager  
Philippe Emond

Lead Tester  
Simon Chabot

Testers  
Julie Vieira  
Guillaume Léonard

Ryan Ward  
François Beaulieu  
Jean-Samuel Lindsay-Tremblay

Alexander Zukowsky

## Special Thanks

Jeremy Snead and  
Mediajuice Studios, Ltd.  
Stephanie Tinsley Schopp,  
Tinsley-PR  
Sprague Nelson  
Daniel Orihuela

## Item Shop

Visit Launch's shop to buy and sell Z Items. (See "Item Shop" on page 15.)

## Data Center

Input codes here to fight against your friend's custom characters. (See "Data Center" on page 17.)

## Character Reference

You can view all kinds of information about the characters you've unlocked. (See "Character Reference" on page 17.)

## Options

Change game settings, including opponent strength, controller configuration and more. (See "Options Menu" on page 8.)

## OPTIONS MENU



Choose Options from the Main Menu to adjust various game settings. Use the **up** and **down directional buttons** to select an option. Press the **X button** to go to that option sub-menu.

## Save / Load

**Save Game Data** – Save your current game progress to a memory card in MEMORY CARD slot 1.

**Load Game Data** – Load a previously saved game from a memory card in MEMORY CARD slot 1.

## Screen

**Camera Type** – Press the **X button** to go to the Camera Type screen. Use the **left** and **right directional button** to adjust the camera (A is midrange, B is close up and C is the farthest out). Press the **Δ button** to return to the Screen Menu.



**Screen Shake** – Press the **X button** to go to the Screen Adjust screen. Select Screen shake on or off using the **left and right directional button** . Press the **Δ button** to accept your selection and back out to the Screen menu.

**Screen Adjust** – Press the **directional buttons** to adjust the screen position or Press the **START button** to return to the default setting.

## Sound

**Speaker** – Switch between Stereo and Mono.

**Volume** – Adjust the Music and Voice volume.

**BGM Test** – Listen to background music.

**Change Voice** – Switch the dialog between English and Japanese.

## Controller

Press the **up or down directional button** to highlight “Vibration.” Press the **left or right directional button** to toggle vibration ON / OFF for that controller.

You can customize the controller by configuring commands your favorite way. First, select the controller that you want to customize (1P or 2P), and press the **down directional button** to highlight “Normal” or “Custom.” To set a custom configuration, highlight Cust., then press the **X button**. Select the button you would like to customize and press the **X button**. While holding the the **X button** down, use the **left or right directional button** to scroll between different moves you can assign. Press the **Δ button** to accept your changes and back out of the Controller screen.



## Atari

### Product Development

Donny Clay  
*Senior Producer*

Hudson Piehl  
*VP of Product Development*

Jean-Marcel Nicolai  
*Senior VP Content Group*

Samuel Gatté  
*Director of Production  
Support & QA*

Sara Hasson  
*Production Support Project  
Manager*

Robert Stevenson  
*VP of Business  
Development & 3rd Party*

Roger F. A. Arias  
*Director of Business  
Development*

Nicholas Aronis  
*Business Development  
Coordinator*

### Marketing and Sales

Emily Anadu  
*Senior Product Manager*

Jeremiah Cohn  
*Senior Product Manager*

Ifeoma Obi  
*Marketing Coordinator*

Steve Tucker  
*Senior Director of  
Marketing Operations*

Brennen Vega  
*Manager of Customer  
Relationship Management*

James Giambrone  
*Customer Support  
Representative*

Joanna Negron  
*Manager of Channel  
Marketing*

Alissa Bell  
*Public Relations Manager*

Veronica Franklin  
*Creative Services Manager*

Lisa Bonk  
*Marketing Finance Director*

Raymond Lau  
*Research Specialist*

### Online Entertainment

Nizzi Renaud  
*Vice President, Online*

Pheroze Karai  
*Director, Online Content*

Gina Reduto  
*Online Strategy Manager*

Steve Celestin  
*Design Specialist*

Kate Crotty  
*Interactive Specialist*

Tracy Swanson  
*Director, Web Design and  
Technology*

Richard Todd Kirby  
*Web Developer*

Matthew Labunka  
*Digital Distribution  
Producer*

Nicolette Valdespino  
*Community Specialist*

### Operations

Robert Spellerberg  
*VP of Inventory &  
Operations Accounting*

Lisa Leon  
*Lead Senior Buyer*

Tara Moretti  
*Buyer*

### Legal

Kristina Pappa  
*VP & General Counsel*

Kristen Keller  
*Senior Director of Legal  
and Business Affairs*

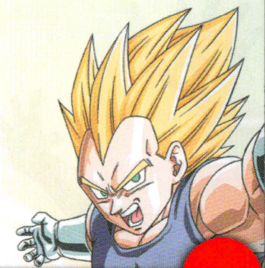
Karen Moreau  
*Manager of Contract  
Administration*

Joe McDonald  
*Manager of IP Rights and  
Clearances*

### Strategic Relations

Joy Schneer  
*Director, Strategic  
Relations*

Cecelia Hernandez  
*Sr. Manager Strategic  
Relations*



**Motion Design**  
Tadaharu Osada  
Kunihito Saito  
Tatsunori Ohashi  
Changyoup Song

**Effects Design**  
Kei Kobara  
Azusa Nakagami

**Direction Design**  
Mayumi Sugawara  
Yuko Tanisako

Masahiro Ishige  
Yasuhiro Kobayashi  
Wataru Nakamura  
Hatsumi Matsumoto  
Masahiko Tezuka  
Kumiko Ozawa  
Ryuji Aiba  
Miyuki Saitou

**Sound Design**  
Hidekazu Hoshino

**Planner**  
Hiroshi Miyagawa  
Takayuki Tsuyuzaki  
Takayuki Sugawara  
Hitoshi Saito  
Kenichi Tanose

**Line Manager**  
Maki Kimura

**Music Produced by**  
Takanori Arima

**F Section**  
Composed by Hiromi Mizutani,

Kenji Fujisawa  
Guitar Played by Kenji  
Fujisawa  
Mixed by Kunihiko Aoto (Free  
Market)  
Assistant Engineered Jun  
Shoji (Free Market)  
Mixed at Studio A-tone  
Musician Coordinated by  
Minako Hashimoto (Free  
Market)

### W Section

Composed by Hideyuki  
Fukasawa  
ERHU Played by JIA  
PENG FANG  
DIZI Played by WANG  
MINGJUN  
Mixed by Hideyuki Fukasawa  
Recorded by Hideyuki  
Fukasawa, Hisae Yahagi  
(STUDIO Z'd)  
Assistant Engineered  
Masahiro Nishida (WEST SIDE  
STUDIO)  
Mixed at WEST SIDE STUDIO  
Production Coordinated by  
Sei Sato(OfficeWithout)  
Musician Coordinated by  
Noriko Sekiya (FACE MUSIC)

### B Section

Composed by Tak Arima,  
Tadayoshi Makino  
Mixed by Tak Arima,  
Tadayoshi Makino  
Mixed at BECERS STUDIO  
ASAKUSA  
Musician Coordinated by BEC  
SOUND TEAM

*Mastered by*  
Takanori Arima

## Production Digital Media Lab., Inc.

*Producer/Director*  
Keisuke Toyoshima

*Director*  
Masaki Inoue

*Production Manager*  
Kunitaka Sato

*CG Director*  
Hiromitsu Khosaka

*Assistant CG Director*  
Takayuki Hatama

*Digital Composite Artist*  
Takashi Terasawa

*Background/Effects*  
Hiroyuki Mitomo  
Goro Tokuda  
Hajime Hidaka

*CG Animators*  
Masayoshi Shigyo

*CG Modelers*  
Shinnosuke Tohma  
Youichiro Suzuki  
Ryo Matsubara  
Kentarou Nakamura  
Ochi Koichi

**Co Production**  
Live Company Ltd.

## BATTLE SCREEN

Most of *Dragon Ball Z® Budokai Tenkaichi™ 3* takes place on the battlefield. The following information is displayed on screen during a fight:



### 1. Health Gauge

This is the character's current health. As a character suffers damage, the gauge will turn from green to yellow to orange. When the orange bar disappears, that character is knocked out (K.O.) and loses the battle.

### 2. Ki Gauge

This gauge builds up as you successfully land punches, kicks and special attacks on opponents. You can also build up Ki by pressing and holding the **L2 button**. Using some special attacks and Ki Blast Waves depletes your Ki supply.

### 3. Blast Stock

This gauge fills automatically during a battle. Once it fills, the blue number beside the bubble will increase by one, to show the number of stored bubbles, and it will start filling again. These stored bubbles allow you to launch Blast 1 attacks. Some of the most powerful Blast 1 attacks, such as Solar Flare, consume two full bubbles. All Blast 1 attacks require a combination of holding down the **L2 button** and the **O button**. Try pressing different directions to discover new moves as well.



#### 4. Time

This is the battle's time limit. When the time reaches zero the battle will end, and the character with the most health wins. You can modify the time limit for Duel and World Tournament battles in Game Options.

## SAVING AND LOADING

Once you start a new game, all progress — including unlocked story chapters and skills — is saved automatically. You must have a memory card (8MB) (for PlayStation®2) with 61 KB of free space in MEMORY CARD slot 1 in order to start a new game. **Note:** You can only save one game per memory card.

You can save your current progress to a memory card in MEMORY CARD slot 1 by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Save Game Data.

To load a saved game, select Load Game at the Load Game / New Game screen the game starts. You can also load a game by selecting Options at the Main Menu, then selecting Save / Load, then Load Game Data. You must have a memory card with a saved game in MEMORY CARD slot 1 to load a previously saved game.

## DRAGON HISTORY



Relive the greatest adventures the Z fighters have ever seen! Fly around the earth looking for Dragon Balls®, Potara earrings and opponents. As your adventure unfolds, you will travel to distant planets, unlock skills, encounter fierce warriors, and gain incredible strength.

Choose Dragon History from the Main Menu to start. Choose Select Scenario and play any scenario you have unlocked. You can also select the difficulty of your opponents here, so choose wisely!

**Frieza®, Cooler™**  
Ryusei Nakao

**Dabura™**  
Ryuzaburo Otomo

**Raditz™, Garlic Jr.™**  
Shigeru Chiba

**Android 17™, Super 17™**  
Shigeru Nakahara

**Hildegarn™**  
Shin Aomori

**Zarbon™, Salza™**  
Sho Hayami

**Nappa™**  
Syozo Iizuka

**Trunks®**  
Takeshi Kusao

**Bojack™, Janemba™**  
Tessyo Genda

**Zangya™**  
Tomoko Maruo

**Yamcha™**  
Toru Furuya

**Piccolo™**  
Toshio Furukawa

**Great Ape™**  
Yasuhiko Kawazu

**Supreme Kai™**  
Yuji Mitsuya

**Butter™, Real Announcer**  
Yukimasa Kishino

**Android 19™, Dodoria™**  
Yukitoshi Hori

**Videl™, Pan™**  
Yuko Minaguchi

**Baby™, Saibamen™**  
Yusuke Numata

**Lord Slug™**  
Yuusaku Yara

## NAMCO BANDAI Games Inc.

*Executive Producer*  
Shin Unozawa

*Executive Producer*  
Takashi Shoji

*Chief Producer*  
Daisuke Uchiyama

*Producer*  
Ryo Mito

*International Business Development Director*

Takefumi Hyodo  
Yuji Shibata

*Business Coordinator*  
Makoto Iwai

Yoshiaki Saito  
Masahiko Yoshizawa  
Jun Tauchi  
Rie Kataoka

*International Marketing Strategy Director*

Tatsuya Kubota  
Seiko Fujisawa  
Localization  
Director  
Yasuhiro Nishimura

*Localization Specialist*  
Tomohiro Saito

### Special Thanks

Shukuo Ishikawa  
Yoshimi Sawada  
Tomoaki Imanishi  
Naruo Uchida

## Development Spike

*Director*  
Hiroyuki Kaneko

*Programmer*  
Makoto Terui  
Masanori Kinoshita  
Shiro Aoki  
Ryota Kobayashi  
Shigeru Saito  
Tsutsumi Yasushi  
Tetsuya Iizuka  
Akihiro Nakamoto  
Shinichi Tanimoto  
Yoshitaka Nakayama

### Background Modeling

Tatsuya Marutani  
Masahiko Matsukura  
Rui Komatsuzaki  
Tajiri Yamamura  
Hidetoshi Ishikawa  
Keisuke Sasaki  
Tomoe Hayashi  
Shinichi Fujino  
Kengo Ishii  
Tomoyuki Endou  
Yukiko Fujiwara  
Yuusuke Aoki  
Kazushi Kousaka  
Masumi Kikuchi

### Character Modeling

Tairi Kikuchi  
Satoshi Tsurumi  
Ryotaro Kobayashi  
Nobuaki Tanakajima  
Kimiko Takabe

**Android 19™**  
Phillip Wilburn

**Dr Wheelo™, Earthling 3**  
R. Bruce Elliot

**Dabura™**  
Rick Robertson

**Hildegarn™**  
Robert McCollum

**Goku® , Nail® , Gogeta™ ,  
King Kai™, Vegito™**  
Sean Schemmel

**Uub™, MajUub™**  
Sean Michael Teague

**Bardock™, Krillin® , Giru™ ,  
General Blue™**  
Sonny Strait

**Kid Gohan™, Kid Goku™**  
Stephanie Nadolny

**Bulma™**  
Tiffany Vollmer

**Broly™**  
Vic Mignogna

**OkraTron 5000**  
Christopher Sabat  
*Producer/ Voice Director*

Andrew Rye  
*Associate Producer*

Rawly Pickens  
*Lead Engineer*

Jimmy Barker  
*Lead Editor*

Robert Arlauskas  
*Editor*

John Burgmeier  
*Writer – English Adaptation*

Ewen Cluney  
*Lead Translator*

Cassandra Louie  
*Additional Translation*

## Japanese Voice Cast

**Uub**  
Atsushi Kisaichi

**Broly™**  
Bin Shimada

**Tao™**  
Chikao Otsuka

**Hercule™, Ox King™**  
Daisuke Gori

**Syn Shenron™**  
Hidekatsu Shibata

**Captain Ginyu™**  
Hideyuki Hori

**Android 16™, Pikkon™**  
Hikaru Midorikawa

**Tapion™, Dende™**  
Hiro Yuuki

**Chaotzu™**  
Hiroko Emori

**Bulma™, Bulla™**  
Hiromi Tsuru

**Master Roshi™**  
Hiroshi Masuoka

**Tien™, World Tournament  
Announcer, Cell Jr®**  
Hirohata Suzuoki

**Big World Tournament  
Announcer, Frieza Soldier  
2™**

Hisao Egawa

**Korin™**  
Ichirou Nagai

**King Kai™, Babidi™,  
Narrator**  
Joji Yanami

**Baba™, Porunga™**  
Jumpei Takiguchi

**Jeice™**  
Kazumi Tanaka

**Shenron™, Recoome™**  
Kenji Utsumi

**Dr. Gero™**  
Koji Yada

**Buu™, Guldo™**  
Kozo Shioya

**Goku®, Gohan™, Goten™,  
Bardock™, Turles™**  
Masako Nozawa

**Krillin®, Yajirobe™**  
Mayumi Tanaka

**Android 18™**  
Miki Ito

**Android 13™**  
Moriya Endou

**Cui™, Frieza Soldier 1™**  
Naoki Imamura

**Chi-Chi™, Puar™**  
Naoko Watanabe

**Cell®**  
Norio Wakamoto

**Grandpa Gohan™**  
Osamu Saka

**Vegeta™**  
Ryo Horikawa

**Ghost™**  
Ryouichi Tanaka

## ULTIMATE BATTLE



Compete in the ultimate battle as you take on the best in a series of ladder-style challenges. The higher-ranked you become, the more skills you unlock. Choose Ultimate Battle and then press the **left** and **right directional buttons** to choose a challenge path.

**Sim Dragon** is a battle simulator which will help you train and get stronger to face powerful enemies. Your score will increase as you win battles and experience events. You have 10 Days to train. Commands and events will cause time to pass. Once the 10 days are up the battle begins. Hope you spend your time wisely!

**Mission 100** is a ladder-based tournament with various conditions for winning. When you win you can receive points you can spend in Evolution Z mode to obtain new items and powers!

After the battle, you will see a summary of results, including life remaining, max damage dealt, your total rank, the battle bonus, and the total number of points you earned. Select Battle Record at the Ultimate Battle Menu to view your achievements on all courses at all difficulty levels.

## DISC FUSION

If you have the *Dragon Ball Z: Budokai Tenkaichi* or *Dragon Ball Z: Budokai Tenkaichi 2* games, select this mode to unlock exclusive adventures!



# DRAGON WORLD TOUR

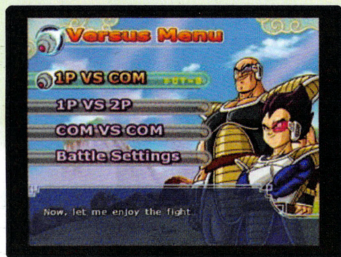
**World Tournament** – This is the Budokai Tenkaichi tournament! Defeat your enemies in the ring and win prizes! There are three modes of difficulty that will unlock only if you beat the previous difficulty level. Can you beat them all?

**World Martial Arts Big Tournament** – This tournament can take place anywhere not just in a ring. Do you have what it takes to win a street brawl?

**Cell Games** – This tournament isn't for the faint of heart! Set on the cell stage. There are no rules, just beat your opponent any way you can.

**Otherworld Tournament** – The greatest fighters from all over the universe compete in this tournament!

## DUEL



Select your favorite character and go head-to-head against your rival on any battle stage. The best part about Duel mode is that you can face off against your friends! (It's also fun to watch two computer opponents battle it out!) Select Dueling from the Main Menu to proceed to the Battle Mode screen,

then choose one of the following:

**1P vs. Com** – Human vs. Computer: Human player must use the controller plugged into controller port 1.

**1P vs. 2P** – Human vs. Human: Each player must use a separate controller.

**Com vs. Com** – Computer vs. Computer: Select two fighters and watch them battle it out.

You can choose **Single battle** for one on one fighting, **Team battle** for 2v2 or **DP Battle** for up to 5 fighters on your team!

## CREDITS

### Original Author

Akira Toriyama

### Funimation Productions, Ltd.

Gen Fukunaga  
*President*

Ward Thomas  
*Senior Vice-President*

Debra Kennedy  
*Vice-President, Marketing*

Bob Brennan  
*Director of Licensing*

Brandie Flahie  
*Senior Licensing Account Manager*

### Cast

**Cooler™, Spopovich™**  
Andy Chandler

**Guldo™, Cui™, Babidi™**  
Bill Townsley

**Bojack™,**  
Bob Carter

**King Cold™,**  
Brad Jackson

**Appule™, Alien Announcer™, Earthling 2™**  
Brandon Potter

**Captain Ginyu™, Lord Slug™, Senbi Norimaki™**  
Brice Armstrong

**Bulla™, Chaotzu™, Puar™,**

**Arale Norimaki™,**  
Brina Palencia

**Shu™**  
Chris Cason

**Turtles™, Earthling 4™**  
Chris Patton

**Hercule™, Frieza Soldier 2™**  
Chris Rager

**Burter™, Gogeta™, Grandpa Gohan™, Jeice™, Korin™, Majin Vegeta™, Piccolo™, Recoome™, Salza™, Omega Shenron™, Vegito™, Vegeta™, Yamcha™, Zarbon™, Porunga™, Shenron®. Mr. Popo™**  
Christopher Sabat

**Android 13™, Android 17™, Garlic Jr.™, Super 17™, Pilaf™**  
Chuck Huber

**Zangya™, Mai™**  
Colleen Clinkenbeard

**Chi-Chi™**  
Cynthia Cranz

**Cell®**  
Dameon Clarke

**Pan™**  
Elise Baughman

**Trunks®, World Tournament Announcer**  
Eric Vale

**Play by Play Announcer**  
James T. Field

**Tapion™**  
Jason Liebrecht

**Android 16™**  
Jeremy Inman

**Nam™**  
Jerry Jewel

**Tien™, Saibamen™ Nova**

**Shenron™**  
John Burgmeier

**Majin Buu®, Earthling 1**  
Josh Martin

**Devilman®, Majin Buu® (Gotenks Absorbed), Majin Buu® (Ultimate Gohan Absorbed), Raditz™, Super Buu™**  
Justin Cook

**Goten™, Gotenks™, Videl™, Great Saiyaman 2™, Upa™**  
Kara Edwards

**Dr. Gero™, Kibito Kai™, Supreme Kai™, Tao™, Janemba™, Elder Kai™**  
Kent Williams

**Great Saiyaman™, Pikkon™, Gohan™, Narrator**  
Kyle Hebert

**Dende™, Kid Trunks®, Gotenks™, Kid Chi Chi™**  
Laura Bailey

**Baba™, Frieza®, Fasha™**  
Linda Young

**Android 18™, Launch™**  
Meredith McCoy

**Baby™, Master Roshi™, Yajirobe™, Android 8™, Pui Pui™**  
Mike McFarland

**Nappa™**  
Phil Parsons

**Look at Skill List** – Press the **X button** to display the list of skills that require button combinations. Press the **up** or **down directional button** to highlight a skill to see how its done!

**Return to Character Select** – Return to the Training mode Character Selection screen.

**Return to Main Menu** – Exit Training mode and return to the Main Menu.

## Battle Training

You will learn how to execute the various fighting techniques and special moves in training mode. Your teachers will be various different Z fighters who specialize in what they teach. Listen carefully to their words so you can complete all the levels of your training. It won't be easy!

## DATA CENTER

Here you can input custom character codes, view fighters or view your collection of battle replays.

### Password Input Screen

If you have a custom character code you can input it here.

### Fighter Catalog

View the custom characters you have available to battle.

### Replay

If you have any fights recorded on your memory card you'd like to watch again...this is the place to do it!

## CHARACTER REFERENCE

Learn all about the characters you've seen on your adventures here! You can choose any character and read their biography, listen to their voice or even see what Chi-Chi thinks about them!



## Battle Settings

Adjust the following battle options before you begin your match:

- **Duel Time** – Choose 60, 90, 120 or 180 seconds, or no time limit.
- **COM Level** – Set strength of computer fighters.
- **Referee** – Select the referee for the match.
- **Transformation Available** – Turn transformations OFF if you want to limit COM characters to their natural forms in battle.
- **Map setting** – Turn this ON to make the environment destructable or OFF if you don't want to destroy the planet!
- **Default** – Revert to original settings.

## Character Selection



Press the **directional buttons** to highlight a character, and then press the **X button** to choose that character.

After you select a character, press the **up** or **down directional button** to select Normal or Custom 1, 2, or 3. Choose Normal to use the standard character. Choose any of the Customs to use

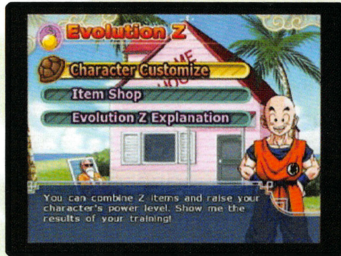
a character that you have created using the Evolution Z feature. Hit right on the directional button to Edit Skills to change the characters skills before the start of this battle. Press the **X button** to confirm your character selection.

**Note:** If you are dueling against a computer opponent, you must choose the computer-controlled character before proceeding to the Stage Selection screen. If you are dueling against a human opponent, each player must a character before proceeding to the Stage Selection screen.

At the Stage Selection screen, use the **directional buttons** to highlight a stage and press the **X button** to proceed to the Battle screen.



## EVOLUTION 2



Here you can customize your characters and buy new skills or items!

**Character Customization** – Choose this option to customize your characters. Once you choose which character you would like to customize, you can select **Equip Item** to add any items to your

character you may have picked up along the way if you think it will help you in battle.

Choose **Password** to generate a password you can give to your friends so they can battle against your custom creations!

**Distribute Z Points**- Here you can spend any Z points you have earned to add to your custom character's battle stats! You can modify several different things, such as attack power or defense. There are many ways to improve yourself. Can you make the best fighter of all time?

## ITEM SHOP



Visit Launch's shop and spend that hard earned Zenie on all kinds of new and powerful things.

Select **Item Exchange** to see what you can buy or select **Item list** to check what things you already have so you don't waste money.



14

ATARI

ataricomunity.com

## ULTIMATE TRAINING



Select a character and practice here until your heart's content. No need to worry about Ring-Outs or K.O.s, and you can even choose an opponent who fights back. Select a character (Normal or Custom), a computer opponent, and a stage, then you're ready to go.

You can also go through a rigorous Training regime which will prepare you for the awesome battles you will endure throughout the rest of the game. You will be instructed on all the various fighting techniques by some of the most powerful and famous Z warriors. So listen up!

### Training

Training mode is like a regular duel, except that neither opponent can get KO'd, and you set the reaction level of your computer opponent.

The on-screen display in Practice mode contains a few extra lines of information to help you gauge your most effective attacks and refine your fighting strategies:

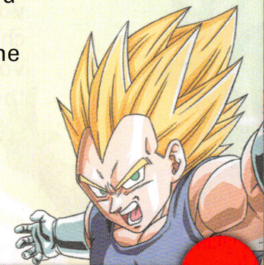
### Training Pause Menu

At the Battle screen, press the **START button** to display the Pause Menu. Press the **up** and **down directional buttons** to highlight an option and the **left** or **right directional buttons** to change the option.

**Continue Battle** – Close the Pause Menu and return to the Battle screen. Pressing the **START button** or the **Δ button** will also return you to the Battle screen.

**Com** – Set how the computer opponent reacts. Choose Stand to make the opponent simply stand there and take a beating. Choose level 1–5 make your opponents attack you like normal. 1 is the easiest and 5 is the hardest

**Reset Standing Position** – Start the practice session over from the initial position and Ki levels.



15

ATARI

ataricomunity.com